

SKILLWEAVER PROJECT SPECIFICATION SHEET

1. Project Overview

SkillWeaver is a next-generation WoW macro engine replacing GSE, delivering deterministic sequencing, multi-mode builds, and automated updates via external scrapers.

2. Core Components

- Core Engine (Lua)
- Condition Parser
- Resource Checking
- Cooldown Logic
- UI (Editor, Browser, Mode Selector)
- Database Layers (Talents, PvP Talents, Hero Trees, Sequences)

3. Sequence Modes (per spec)

- Mythic+
- Raid (ST/Cleave)
- Open World / Delves
- PvP (Arena/BG)

4. Sequence Variants

- Balanced Mode (B)
- High Performance Mode (C)

5. Update System

Hybrid Scraper Model:

- Server-side web scraper via Docker/Proxmox
- Desktop Sync Client for WoW SavedVariables
- Weekly auto-updates of talents, hero talents, PvP talents, sequences

6. Folder Structure

~/Documents/skillweaver/

- core/
- engine/
- db/
- talents/
- pvp/
- heroes/
- sequences/
- ui/
- utils/
- libs/

7. Output Deliverables

- Full addon directory
- All class/spec builds
- Wowhead talent imports
- PvP talents
- Hero talent trees
- Balanced + High Performance sequences
- Sync Client code (optional Python/Node.js)
- Dockerfile + scraper modules

8. Generation Strategy

- Phase 1: Core Engine
- Phase 2: UI Modules
- Phase 3: DB Skeleton

- Phase 4: Class Packages (12)
- Phase 5: Sync Client
- Phase 6: Final Merge + SavedVariables Template

This spec outlines requirements and workflow for full SkillWeaver system generation.